AMENDMENTS TO THE CLAIMS

Please amend the claims, without prejudice, as indicated in the LISTING OF CLAIMS given below.

LISTING OF CLAIMS

39. (Withdrawn and presently amended) <u>The method of claim 85, wherein the</u> ~~A~~ game ticket <u>further comprises</u> ~~comprising~~:

a substrate including game data; and

a transponder coupled to the substrate, the transponder including ticket data.

40. (Withdrawn and presently amended) The ~~game ticket~~ <u>method</u> of claim 39, wherein the transponder includes:

a memory storing the ticket data; and

an antenna operatively coupled to the memory, the antenna to transmit the ticket data in response to receiving an excitation signal.

41. (Withdrawn and presently amended) The ~~game ticket~~ <u>method</u> of claim 39, wherein the ticket data includes a game number that corresponds to the game ticket.

42. (Withdrawn and presently amended) The ~~game ticket~~ <u>method</u> of claim 39, wherein the ticket data includes a void if removed number that corresponds to the game ticket.

43. (Withdrawn and presently amended) The ~~game ticket~~ <u>method</u> of claim 39, wherein the ticket data includes a theme description that corresponds to the game ticket.

44. (Withdrawn and presently amended) The ~~game ticket~~ <u>method</u> of claim 39, wherein the ticket data includes a play style that corresponds to the game ticket.

45. (Withdrawn and presently amended) The ~~game ticket~~ <u>method</u> of claim 39, wherein the ticket data includes a price point that corresponds to the game ticket.

46. (Withdrawn and presently amended) The ~~game ticket~~ <u>method</u> of claim 39, wherein the ticket data includes player account information.

47. (Withdrawn and presently amended) The ~~game ticket~~ <u>method</u> of claim 39, wherein the ticket data includes a validation code, the game ticket further including a back-up validation

code coupled to the substrate.

48. (Withdrawn and presently amended) The ~~game ticket~~ method of claim ~~46~~ 47, wherein the back-up validation code includes a bar code.

49. (Withdrawn and presently amended) The ~~game ticket~~ method of claim ~~46~~ 47, wherein the back-up validation code includes a series of digits.

50. (Previously presented) A method of distributing game tickets comprising:

transmitting a first radio frequency (RF) signal to a game ticket; and

receiving a second RF signal from the game ticket, the second RF signal being responsive to the first RF signal and defining ticket data corresponding to the game ticket.

51. (Previously presented) The method of claim 50, further including storing the ticket data to a warehouse database, the warehouse database being associated with a warehouse facility.

52. (Previously presented) The method of claim 51, further including:

generating a storage request based on the ticket data; and

sending the storage request to an automated warehousing system.

53. (Previously presented) The method of claim 51, further including:

receiving a ticket order;

locating the ticket data in the warehouse database based on the ticket order; and

generating a bundling request based on the ticket data and the ticket order.

54. (Previously presented) The method of claim 53, further including sending the bundling request to an automated warehousing system.

55. (Previously presented) The method of claim 53, further including updating the warehouse database based on the bundling request.

56. (Previously presented) The method of claim 53, further including:

transmitting a third RF signal to the game ticket; and

receiving a fourth RF signal from the game ticket, the fourth RF signal being responsive to the third RF signal and defining the ticket data, the third and fourth RF signals being associated with the game ticket leaving the warehouse facility.

57. (Previously presented) The method of claim 56, further including updating the warehouse database based on the fourth RF signal.

58. (Previously presented) The method of claim 51, wherein the first and second RF signals are associated with the game ticket entering the warehouse facility.

59. (Previously presented) The method of claim 50, wherein the ticket data includes at least one of a game number, a void if removed number, a theme description, a play style, a price point and player account information that correspond to the game ticket.

60. (Previously presented) The method of claim 50, further including storing the ticket data to a ticket destruction database, the ticket destruction database being associated with a ticket destruction facility.

61. (Currently amended) A method of dispensing game tickets comprising:

reading a ticket radio frequency identifier (RFID) from a game ticket;

identifying a player account; and

responsive to the player account having sufficient funds to pay for the game ticket, activating the game ticket based ~~on the ticket RFID if the player account has sufficient funds to pay for the game ticket~~.

62. (Previously presented) The method of claim 61, wherein the player account is an account associated with retailer of the game ticket.

63. (Previously presented) The method of claim 61, wherein the player account is an account associated with a promoter of the game ticket.

64. (Previously presented) The method of claim 61, wherein the player account is an account associated with a credit card company.

65. (Previously presented) The method of claim 61, further including:

identifying one or more player preferences associated with the player account; and

dispensing the game ticket in accordance with the player preferences.

66. (Previously presented) The method of claim 65, wherein the player preferences include

play numbers, the method further including assigning the play numbers to the game ticket.

67. (Previously presented) The method of claim 65, wherein the player preferences include a download destination, the method further including triggering a transaction summary download to the download destination.

68. (Previously presented) The method of claim 65, wherein the ticket RFID defines a player account identifier and the player preferences.

69. (Currently amended) A method of dispensing game tickets comprising:

    reading a ticket radio frequency identifier (RFID) from a game ticket;

    activating the game ticket based on the ticket RFID; and

    <u>responsive to the activation of the game ticket and an inventory level for tickets of the type of the activated game ticket falling below a predetermined threshold,</u> automatically generating a ticket order for additional tickets ~~if an inventory level for the game ticket falls below a predetermined threshold~~.

70. (Previously presented) The method of claim 69, wherein the game ticket is associated with a game that is identical to a game associated with the additional tickets.

71. (Previously presented) The method of claim 70, wherein the game ticket is associated with a game that is different from a game associated with the additional tickets.

72. (Previously presented) A method of validating game tickets comprising:

    reading a ticket radio frequency identifier (RFID) from a memory of a game ticket; and

    determining whether the game ticket has been paid for based on the RFID.

73. (Previously presented) The method of claim 72, further including using the RFID to access a ticket-by-ticket inventory listing, the listing indicating whether the game ticket has been paid for.

74. (Currently amended) <u>The</u> ~~A~~ method of claim 72, wherein the RFID indicates whether the game ticket has been paid for.

75. (Previously presented) A method of dispensing game tickets comprising:

authenticating a terminal user based on a user radio frequency identifier (RFID) that identifies the terminal user;

receiving a ticket request;

selecting a game ticket based on the ticket request; and

activating the game ticket based on a ticket RFID.

76. (Previously presented) The method of claim 75, further including reading the user RFID from a memory of an employee badge.

77. (Previously presented) The method of claim 75, further including reading the ticket RFID from a memory of the game ticket.

78. (Currently amended) The ~~A~~ method of claim 85, further ~~validating game tickets~~ comprising:

receiving a validation request for the game ticket;

reading a ticket radio frequency identifier (RFID) from a memory of ~~a~~ the game ticket based on the request;

generating a validation message based on the ticket RFID; and

updating a database in accordance with the validation message.

79. (Previously presented) The method of claim 78, wherein the validation message indicates that validation is authorized, the method further including updating the database to indicate that the game ticket has been cashed.

80. (Previously presented) The method of claim 78, further including:

transmitting an excitation signal, the excitation signal to cause the game ticket to transmit the ticket RFID; and

detecting the transmitted ticket RFID.

81. (Currently amended) A method of tracking game ticket consumables comprising:

reading a consumable radio frequency identifier (RFID) from a game ticket consumable; and

responsive to the reading and an inventory level for the game ticket consumable falling below a predetermined threshold, automatically generating a consumable order for additional consumables ~~if an inventory level for the game ticket consumable falls below a~~

~~predetermined threshold~~.

82. (Previously presented) The method of claim 81, wherein the game ticket consumable is game ticket paper stock.

83. (Previously presented) The method of claim 81, wherein the game ticket consumable is a game ticket writing implement.

84. (Previously presented) The method of claim 81, wherein the game ticket consumable is game ticket marketing material.

85. (New) The method of claim 81, wherein the game ticket consumable is a preprinted instant win lottery ticket.

86. (New) The method of claim 85, wherein the radio frequency identifier (RFID) is read when the lottery ticket is sold to a player.